

## WE CLAIM:

1           1. A method for displaying object-based audio-  
2 visual/video data, comprising:  
3           (a) receiving, over time, a plurality of audio-  
4 visual/video objects and composition information for the  
5 objects;  
6           (b) storing in a cache memory at least one of  
7 the objects;  
8           (c) composing scenes from said objects  
9 including the one of the objects stored in the cache  
10 memory; and  
11           (d) displaying the composed scenes.

1           2. The method of claim 1, further comprising, in  
2 addition to storing the one of the objects, storing  
3 expiration time data for the one of the objects.

1           3. The method of claim 1, with at least one of the  
2 objects being received from a network connection.

1           4. The method of claim 1, with at least one of the  
2 objects being received from local memory.

1           5. The method of claim 1, with at least one of the  
2 objects being received from local memory and at least one  
3 other of the objects being received from a network  
4 connection, and with the composed scenes comprising the  
5 one and the other of the objects.

1           6. The method of claim 1, further comprising  
2 responding to interactive user input.

1           7. The method of claim 6, wherein responding

2 comprises at least one of selecting, enabling and  
3 disenabling one of the objects.

1 8. Apparatus for displaying object-based audio-  
2 visual/video data, comprising:

3 (a) a controller circuit for controlling  
4 acquisition over time of a plurality of audio-  
5 visual/video objects and composition information for the  
6 objects;

7 (b) a cache memory for storing at least one of  
8 the objects;

9 (c) a composer circuit, coupled to the cache  
10 memory, for composing scenes from said video objects  
11 including the one of the objects stored in the cache  
12 memory; and

13 (d) a display for the composed scene.

1 9. Apparatus for displaying object-based audio-  
2 visual/video data, comprising a processor which is  
3 instructed for:

4 (a) controlling acquisition over time of a  
5 plurality of audio-visual/video objects and composition  
6 information for the objects;

7 (b) storing in a cache memory at least one of  
8 the objects;

9 (c) composing scenes from said video objects  
10 including the one of the objects stored in the cache  
11 memory; and

12 (d) displaying the composed scenes.

1 10. Apparatus for displaying object-based audio-  
2 visual/video data, comprising:

3 (a) means for controlling acquisition over  
4 time of a plurality of audio-visual/video objects and

5 composition information for the objects;  
6 (b) means for storing in a cache memory at  
7 least one of the objects;  
8 (c) means, coupled to the cache memory, for  
9 composing scenes from said video objects including the  
10 one of the objects stored in the cache memory; and  
11 (d) means for displaying the scene.